

天主教輔仁大學英國語文學系學士班畢業成果  
ENGLISH DEPARTMENT, FU JEN CATHOLIC UNIVERSITY  
GRADUATION PROJECT 2023

指導教授：周德嫵老師

Dr. Lynn Chou

**Interactive mini Game Design**  
**Wine cellar in the monastery**

學生：涂孟涵 撰

Sylvia Meng-Han Tu

## Interactive mini Game Design

Student ID: 408110297

Name: Sylvia Tu

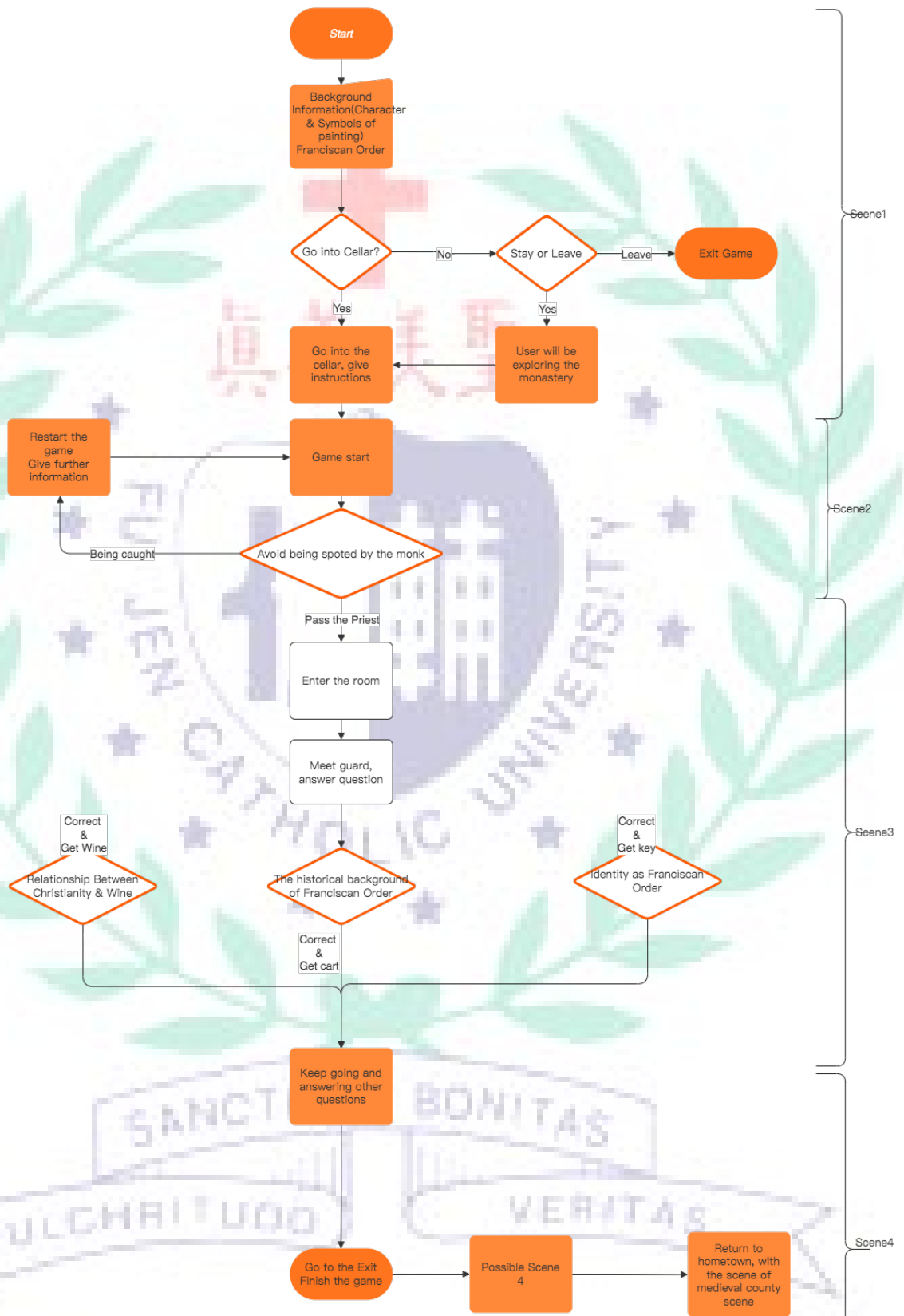
Group ID: 1

Topic	Wine cellar in the monastery	Teammate(s)	Eric Chang Young Tsai Nicole Lee
Theme	Medieval wine culture and religion (the Order Saint Benedict)	Background	13th century France, a Benedictine monastery
Target Users	People with high-school (or above) English ability		
Purpose	To give information about the drawing "" and its Benedictine origin		
Character(s)	The boy (player), three walking monks, three wine keepers		
Plot	The poor boy from a small town hears about the precious wine of the monastery and decides to steal and resell it for money. He sneaks into the monastery in the middle of the night and through his exploration, he learns about the Benedictines. After that, he finds his way to the wine cellar and escapes the three patrolling monks. He meets the wine keepers in a hidden room and they grant him the wine and let him go after he answers all questions correctly. The boy goes home successfully and gives his mother the wine he gets.		
Game Play and mechanics	Dimensions of the interactive story design framework (multimedia, interface, education, cultural), or game elements (motivational, interactive, fun, multimedia). E.g. Challenges/ Activities/ Rewards/ Progression/ Game rules/ Skills Cultural/ Activities/ Interactive <a href="https://edu.cospaces.io/TSS-FBW">https://edu.cospaces.io/TSS-FBW</a>		



# Project Xmas G1

Flowchart



Scene1

Scene2

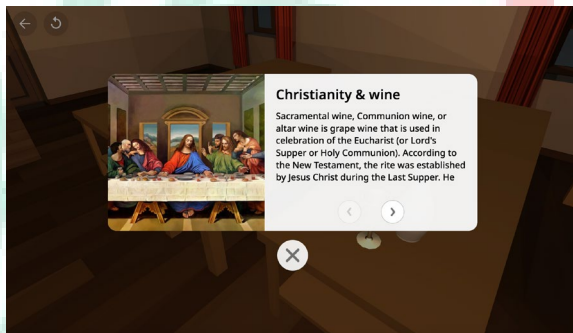
Scene3

Scene4

## Storyboard

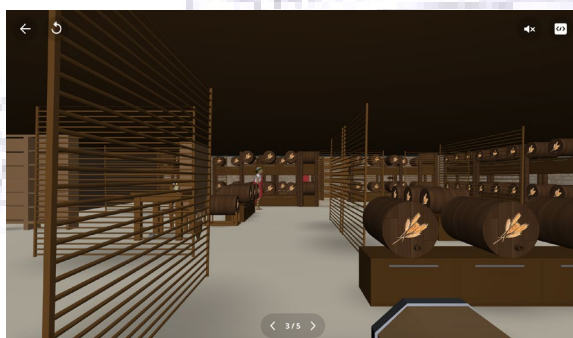
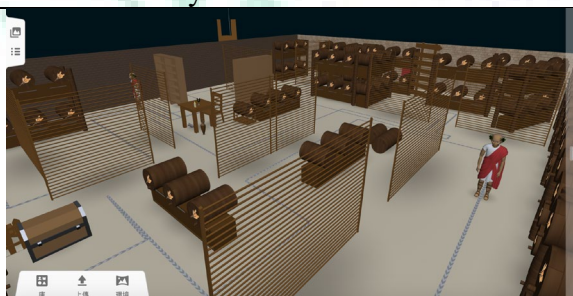
Scene	Image		Sound
	Screen shot	Description	
Opening		<p>The boy runs toward the monastery in the middle of the night.</p> <p>"Start Game"</p>	<p>Narration/ Sound effect/ Background music</p>
1	 <p>Click the item and there will be information about the Order of Saint Benedict and the meaning of wine in Christianity.</p>  <p><b>Book (The Order of Saint Benedict)</b> The Order of Saint Benedict was founded by Benedict of Nursia, a 6th-century monk whose Rule of Saint Benedict became the foundation of Benedictine monasticism.</p> 	<p><b>You:</b> Wow! This place is so clean! I can see why papa talks about the monastery all the time... If I can get the wine from those monks and sell it, he would be so happy and we can be rich! Little Florian needs more food, he's too skinny...</p> <p><b>You:</b> I need to get to the wine cellar, but first, I better look around and see what's in here.</p> <p><b>Instruction</b> "Explore the items in this room before you go find the wine cellar."</p> <p>Click the door to go to the wine cellar.</p>	<p>BGM: Medieval Music - Cobblestone Village</p>

**Crucifix (The Order of Saint Benedict)**  
 The spirit of Saint Benedict's Rule is summed up in the motto of the Benedictine Confederation: "pax" (peace) and "ora et labora" (pray and work). Benedictines make three vows: a promise of stability (to remain in the same community), conversion to a monastic manner of life, obedience to the community's superior. They have a close relationship with community life.



**Goblet (Christianity & wine)**  
 Sacramental wine, Communion wine, or altar wine is grape wine that is used in celebration of the Eucharist (or Lord's Supper or Holy Communion). According to the New Testament, the rite was established by Jesus Christ during the Last Supper. He gave his disciples bread and wine and commanded them to "do this in memory of me" while referring to the bread as "my body" and the cup of wine as "the new covenant in my blood".

2



**You:** This must be the cellar. There are three monks walking around, I better stay low...  
 The finest wine is behind the door across this room.

**Instruction**  
 "Avoid being seen and get to the door."

If the player is caught

**Monk:** Hey! What are you doing here!

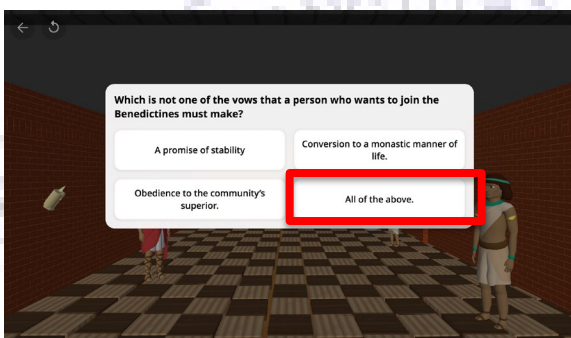
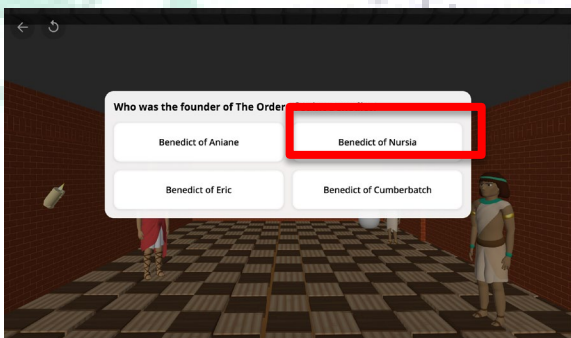
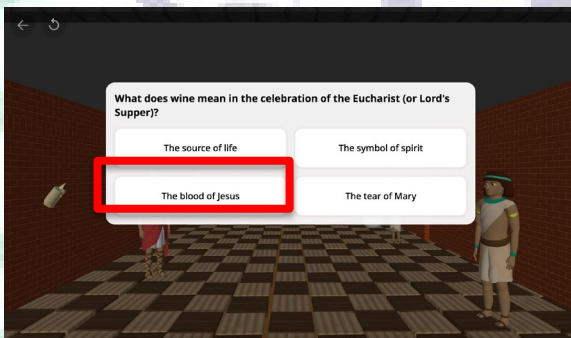
**You got caught! What do you want to do now?**  
 ↳ Go Back to Monastery  
 ↳ Try the Cellar Again

BGM: Team Fortress 2  
 Soundtrack Dapper Cadaver



The player has to try to avoid being caught and get to the red door.

3



**You:** Phew... that was close.  
Oh no, I didn't know there were people behind the door.  
I'm so doomed...

**Keeper1:** Don't worry, child. I suppose you have a very good reason for coming here.

**You:** Yes... I need that wine. Not for myself, I'm not allowed to drink. I want to sell it so my family and people I know can have food and...

**Keeper(adult):** I see. If you can answer these questions, we'll give you the wine and let you go.

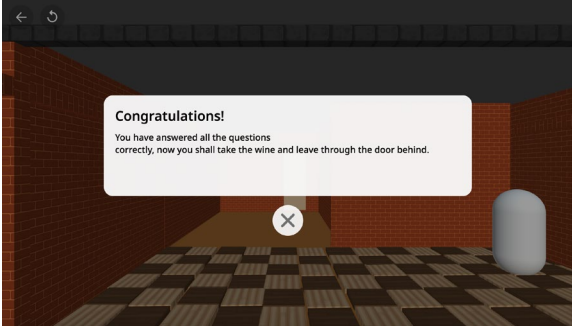
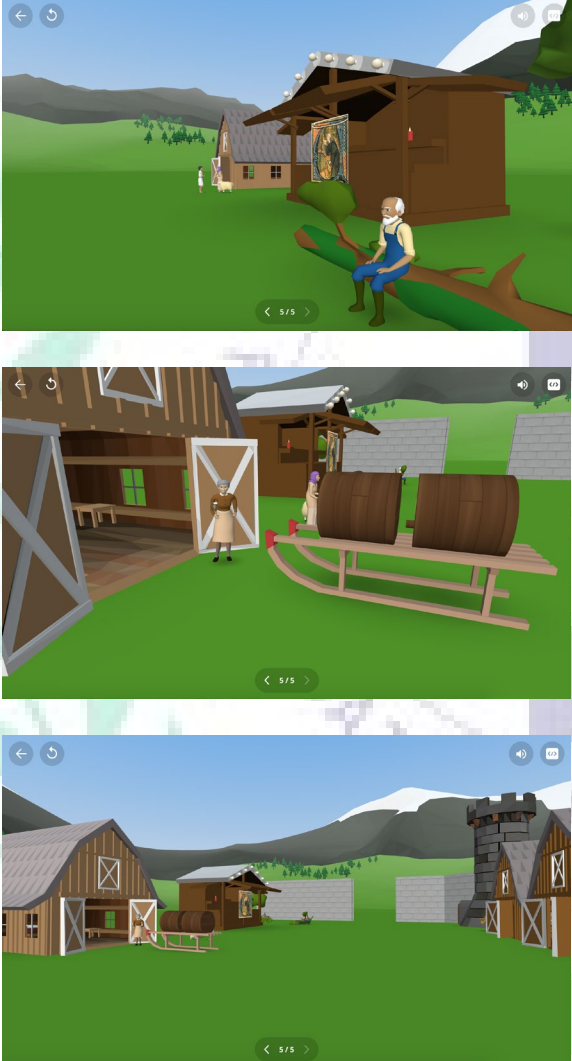
**Keeper(old):** If not, we will hand you to our fellow brothers outside.

**Keeper(child):** They will decide what to do with you.

**Instruction**

"Answer the questions to get the wine and the items for your escape."

BGM: Among Us Drip [Orchestral Remix]

			
4		<p>The boy returns home and gives the wine to his mother.</p>	



## QC Checklist

Student ID

Name:

Group ID:

No.	Item	Module	Result			Decision
			Pass	Minor issue	Major issue	Pass/Hold
1	(e.g.)When look answer 3 questions correctly, jump to scene 2					





# Programming Journal

Articulate your thoughts  
 Free up your mind and improve your concentration.  
 Records the history of your progress and development

Date:                      Student ID: 408110297                      Group ID: 1

1. Project goal/ scope.  
 Entertain people while giving them a look into medieval culture.

2. My task(s)  
 Come up with the game structure  
 Clarify the theme  
 Find background information  
 Implant information  
 Design questions

3. Progress.

#.	Task description	Done
1	Find information about the picture	v
2	Plan the scenes	v
3	Brainstorm with team members about the overall content & flow chart	v
4	Find information about the Benedictines and wine	v
5	Organize info, make it easy to understand, and put them into the	v
6	Design questions with the info	v
7	Add the opening	v

4. Problem solving solutions

#	Problem encountered	Solution(s) tried/ other possible solutions
1	There's not much information behind our drawing	Work on what we have, find connections. Monk, wine, religion, monastery, the Benedictines I cross-examined history and the country, places the Saint Benedict's Order affects with the very little knowledge we have about the artist.
2	Putting questions in cellar game is quite difficult and would cost a lot of time to load	Split the two parts into two scenes, focus on one part at a time
	Some sections seem to be weird while making flowchart (A leads to B but the timing is awkward)	Divide them into sections according to the scenes not the storyline
	Couldn't attach "sight" with the walking monks in scene 2	The player would have to touch the monks to get caught
	Portals didn't work as we wanted, to open only when the player answers questions correctly	Separate portal from the question part and put it in a hidden space, reveal it only when answered all question correctly.

5. Lesson(s) learned.  
 a. From trial and error

Sometimes we have to start over to make things better or to find out problems.

When we were dealing with our most important scene, the cellar chase, we had a lot of problems aside from the monks' setting. We need a cellar scene and there are several beautiful spaces on websites, but for some unknown reasons, we couldn't upload any of them into our cospaces. Therefore, we built the cellar and the maze from scratch, and it works surprisingly well. Also, we tried different routes for the monks to walk, but they all seem to be too easy and not building up the intense atmosphere we wanted. We changed the track several times and then deleted them all. Starting over and the last one turned out to be quite nice, so we kept that version.

b. From team member(s)

Do what you are good at and trust other people's skills.

I have to say that I am not good at coding or even using coblocks, luckily, two of my team members are quite good at it. I was able to give them my ideas, describe how I want the scene to work and they could magically come up with the settings that matched my thoughts.

c. From other team(s)

There are infinite possibilities.

There were groups presenting stories as games, this shows that story-walk-through could also be interactive and fun. There was even a cooking game like the small website game we used to play as kids. It is truly inspiring seeing so many different creative ideas, especially that we got to see how they developed. The mid-term presentation and the exhibition itself, there were modifications and improvements and the final results were amazing.

Most impressive conversation/ event.

There was one online meeting my team members and I had. Others may not consider it to be impressive, but we finished most of the scene in that one meeting. We were crazy productive and we sorted a lot of things out in that few hours. Also, thanks to my incredible team members, we were able to create something we could be proud of.